

THE INDUSTRIAL MAGIC WAND

Swand

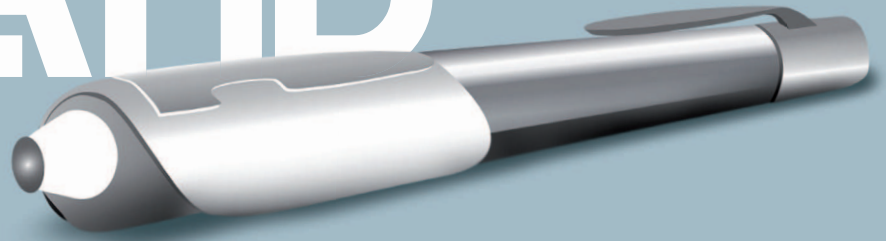
UNLEASHING GESTURE RECOGNITION
revolutionizing industrial applications

UBIQUITOUS FUNCTIONALITY, PEACE OF MIND



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sWand



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The launch of the Nintendo Wii at the end of 2006 introduced a revolutionary concept of interaction with computer games through gestures. For the first time, gamers had the ability to use natural, expressive movements to control game play. Furthermore, the use of input devices with haptic feedback is increasing as it allows users to utilize more of their natural senses, creating richer and more intuitive experiences. The design challenge was to transfer these advantages to industrial applications.

UBIQUITOUS FUNCTIONALITY, PEACE OF MIND

Nowadays, industrial machines have become so complex that the required information often cannot be obtained by simply looking at a machine. Furthermore, solving this problem by implementing touchscreen displays distracts the operator from the actual machine and are not always within physical reach. A true solution gives the user complete control of interaction with the machine. The sWand allows users to break away from touchscreen displays and control complex machines using gestures.

Gestures



MATHIAS DOMSCHKE



CHRISTOPH HARTMANN



ARVID HEISE



ZIHAN LIN



BRENT MILLER



AUSTIN RACHLIN

